Government of Nunavut

Community and Government Services

Consumer Affairs Division

Terms and Conditions for Texas Hold'em Poker Tournaments in Nunavut

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1. General Provisions:

1.01

All lottery schemes conducted in the Territory of Nunavut must be licensed by the Department of Community and Government Services (the Department) or by another person or authority as named by the Commissioner in Council.

1.02

The Department may license charitable organizations and religious organizations to conduct Texas Hold'em Poker Tournaments as fundraisers within the Territory of Nunavut in accordance with Section 207 (1) (b) of the Criminal Code (Canada).

1.03

All licensees must follow the requirements of The Lotteries Act and Regulations, and these Texas Hold'em Poker Tournament Terms and Conditions. The Department can change any of the terms and conditions of a license at its discretion, when appropriate.

2. Penalties:

2.01

Every person or licensed organization that violates any term or condition of a Texas Hold'em Poker Tournament licence or fails to conduct business in a manner approved by the Department is subject to remedial action by the Department.

2.02

The Department may suspend a licence without notice, at any time, for the breach of any terms and conditions or, if in the opinion of the Department, it is in the public interest to do so.

3. Definitions

In these Terms and Conditions:

"All-in" means a player bets all their chips.

"Betting Interval" means the period of play when each player has an opportunity to bet, check, raise, call or drop (fold).

"Big Blind" means a mandatory bet (typically twice the amount of the small blind) placed by the player to the left of the small blind position before any cards are dealt.

"Burn" means to discard the top card from the deck face down.

"Call" means a player places enough chips into the pot to make their contribution equal to the contribution of any other player, but no greater.

"Check" means a player remains in the round of play but does not wish to place a bet, provided no previous player has made a bet during that betting interval.

"Community Cards" means the five (5) cards dealt face up in the middle of the table which may be used by all players in constructing a standard five (5) card poker hand.

"Dealer" means the individual responsible for dealing the cards and controlling the playing table. Players cannot deal.

"Dealer Button" means an object used to designate the player in the dealer position as if that player were actually dealing the cards.

"Fold" means a player discards their hand and no longer participates in the round of play.

"Flop" means the first three (3) community cards to be placed face up during a round of play.

"Hand" means any combination of two (2) pocket cards and/or five (5) community cards which are used to create a standard five (5) card poker hand.

"Misdeal" means a wrong distribution of cards by the dealer to the players.

"Mucked Cards" means the pocket cards being discarded when a player drops or folds.

"Pit Boss and/or Manager" means the individual who volunteers or is contracted to manage or assist in managing the general play at the tables, which includes but is not limited to handling player disputes and relocating players.

"Pocket Cards" means the two (2) cards dealt face down to each player that can only be used by that player in constructing a standard five (5) card poker hand.

"Raise" means a player places enough chips in the pot to call, plus an amount equal or greater than the previous bet.

"Rebuy" means the fee paid by any player, prior to being eliminated, to purchase more chips to stay in the game.

"River" means the fifth and final community card to be placed face up during a round of play.

"Round of Play" means the period of play commencing with the first card dealt by the dealer and concluding with the awarding of the pot.

"Side Pot" means a new pot(s) established by the dealer after a player has gone all-in, and additional bets have been placed.

"Small Blind" means a mandatory bet (typically half the amount of the big blind) placed by the player immediately to the left of the dealer button before any cards are dealt.

"Tournament Chairperson" means the member of the organization named in the application who must ensure that all aspects of the tournament are conducted in compliance with the approved application and these Terms and Conditions, and further, must make final decisions on player disputes, and ensure that all required reports are submitted to the Department.

"Tournament Rules" are rules established by the licensee that describe required conduct of players and the conduct or operation of the event. All Tournament Rules must comply with these Terms and Conditions.

"Turn" means the fourth community card to be placed face up during a round of play.

4. Use of Funds

4.01

Funds generated from Texas Hold'em Poker Tournament(s) must be used for the advancement of education, religion, health, the relief of poverty, or must benefit the community through the promotion of sport, recreation, culture, or any other area considered appropriate by the Department.

4.02

An organization using Texas Hold'em Poker Tournament funds to purchase, build or renovate real property shall ensure the proceeds from the subsequent sale, mortgaging or other disposition of that property (up to an amount equal to the value of funds raised by the Texas Hold'em Poker Tournament(s)) are used for a charitable or religious purpose.

4.03

An organization using Texas Hold'em Poker Tournament funds to purchase, build or renovate property owned by the applicant must have a "dissolution clause" that comes into effect should the organization fold or wind up its activities. This clause must be included as a specific provision for distribution of assets in the organization's constitution and/or in the Articles of Incorporation, which ensures the organization's assets are used for charitable purposes upon winding up.

4.04

An organization raising funds for a future capital project may place Texas Hold'em Poker Tournament funds into an interest bearing investment or bank account until they have sufficient funds to begin the project. Special reporting will be required while those funds are invested outside of the organization's Texas Hold'em Poker Tournament bank account.

5. Fees and Expenses

5.01

Licensees must pay licence fees set by the Department.

5.02

Texas Hold'em Poker Tournament expenses must be specified on the application and must be approved with the licence. Expenses must not exceed 15% of anticipated gross revenue, and anticipated profit for charitable use must be at least 15%. Only reasonable expenses will be approved. A licence holder may apply to conduct up to two (2) special events per year where expenses exceed these guidelines if the Department is satisfied the expenses are reasonable.

Entry Fee	$100 maximum per player.
Players	The lesser of 150 players or 10% of available population
Prizes	Total value of prizes awarded at the event cannot exceed 50% of Gross

	Revenue. Individual prizes cannot exceed $2,500 per player.
Gross Revenue	Up to $30,000 per event; $60,000 per 12-month period.
Total Expenses	Total expenses (excluding prizes) cannot exceed 15% of gross revenue

5.03

A licensee owning the premises where their Texas Hold'em Poker Tournament takes place must not deduct rent as an expense.

6. License Applications

6.01

An organization applying for a Texas Hold'em Poker Tournament licence must provide all information required on the application form. In addition, the Department may request any other information it feels is necessary.

6.02

The Department may limit the number of events held by an organization during any specific time period.

6.03

A license to conduct Texas Hold'em Poker Tournaments will generally be granted to a single organization. This organization must retain full responsibility for the operation of each Texas Hold'em Poker Tournament. Partnerships or associations of two (2) or more licensable organizations will be considered.

6.04

An organization must ensure enough funds are available to award all prizes offered. The organization may be required to provide a prize guarantee in a form satisfactory to the Department.

6.05

A licensee or licence applicant can ask, in writing, for an exemption from any term or condition. The applicant must satisfy the Department that compliance with the term or condition would cause unreasonable hardship.

7. Equipment and Supplies

7.01

Texas Hold'em Poker Tournament equipment must be in good working order and is subject to inspection and approval by the Department.

7.02

Texas Hold'em Poker shall be played with a standard 52 card deck without jokers, and must be of high quality suitable for tournament play. Decks must be replaced when worn. Wild cards are not allowed.

7.03

Texas Hold'em Poker shall be played at tables large enough to accommodate a dealer and a maximum of 10 players. Players must have sufficient room to examine their cards without disclosing their value to other players or spectators.

7.04

Licensees are responsible to ensure only chips sold at their event are used and must indicate on the application how they will be identified.

7.05

At least three (3) colours (denominations) of chips must be available.

8. Conduct

8.01

A Texas Hold'em Poker Tournament licence may not be transferred, assigned, lent or borrowed.

8.02

The following must be posted at each Texas Hold'em Poker Tournament location:

a) A copy of the current licence;

b) All posters provided by the Department; and

c) Any other information required by the Department.

8.03

Copies of the following must be provided to players prior to each event:

a) The Tournament Rules as approved by the Department;

b) The Nunavut Standard Rules of Play (9.01); and

c) Rules that relate specifically to pre-registration for players who preregister.

8.04

A complete copy of any other Texas Hold'em Poker rule book that will be in effect at the tournament must be on the premises and available to players on request. It cannot supersede the approved Nunavut Standard Rules of Play (9.01).

8.05

Only players and workers are allowed in the playing area once seating has occurred. Players and tournament workers must be identifiable.

8.06

Spectators must be separated by a physical barrier at least five (5) feet from any table in play.

8.07

Once players are seated, tables cannot be left unattended by tournament workers.

8.08

Licensees shall not permit minors to play at Texas Hold'em Poker Tournaments.

8.09

Texas Hold'em Poker shall be conducted as a tournament where all players pay an established entry fee for the same amount of chips.

8.10

Tournament chips shall have no cash value.

8.11

Tournament chips cannot be sold by dealers.

8.12

A maximum of three (3) rebuy units may be offered to players and sale of all rebuys must cease at a specified time during the event. Unlimited rebuys are not allowed.

8.13

Licensees are responsible to ensure all workers are appropriately trained, thoroughly knowledgeable about the game, and able to provide consistent conduct and operation of the event.

8.14

The Tournament Chairperson must:

a) Be a member of the licensed organization;

b) Be present throughout the event(s);

c) Ensure fair and consistent determinations when disputes or questions arise;

d) Ensure that all disputes or irregularities are properly recorded and reported to the Department;

e) Report to the Department any incident that might compromise the integrity of the event(s);

f) Ensure that all required reports are submitted to the Department as required following the licensed event(s); and

g) Have a final approved copy of the complete application available.

8.15

The Pit Boss and/or Manager must be identified on the application and is responsible for the general play at the tables, handling player disputes and relocating players.

8.16

Dealers must maintain full control of their table at all times including, but not limited to, handling betting order, side pots, chips, mucked cards, cards in play and player and spectator behavior.

8.17

Persons directly involved in the conduct, management or operation of the Texas Hold'em Poker Tournament cannot play at that event.

8.18

The approved application, these Terms and Conditions and the approved Tournament Rules are part of the licence. Any and all changes must be applied for and approved in writing by the Department before implementing or advertising any such change. All approved amendments must be posted or available at each event, as directed by the Department.

8.19

Texas Hold'em Poker Tournaments may only be held in the location(s) and on the date(s) and time(s) specified on the licence or approved amendment.

8.20

Licensees must ensure advertising accurately reflects the licensed event and must include the organization's name and licence number. Advertising for prizes must identify any restrictions that apply.

8.21

Texas Hold'em Poker Tournaments must not be advertised outside Nunavut.

9. Nunavut Standard Rules of Play

9.01

Tournament Rules must include:

a) Entry fee and amount of chips received;

b) The procedures and rules for allowing prepaid entry fees or preregistration (if applicable);

c) The prizes being offered;

d) Any minimum limits or conditions for raises;

e) The number of blinds, and the progression of increase in the blinds;

f) The time limit, price charged, amount of chips and method established for rebuys, if allowed;

g) The method used for elimination of lower value chips;

h) The method used for determining the order of finish (see 8.03);

i) The method of resolving tournament standing ties;

j) The rule for allowing players to leave the table;

k) The designated language for the tournament; and

l) Any other information essential to a player's understanding of how the tournament will be conducted.

m) Persons must be 19 year or older to play

9.02

Refunds cannot be offered once tournament play has begun.

9.03

Table and player positions must be assigned randomly and the dealer button must start with the player to the left of the dealer.

9.04

All suits have the same rank. The rank of cards, from highest to lowest, shall be ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except where the ace may be counted low.

9.05

Cards must be displayed on the table so that they can be seen by any player before the start of play at each event.

9.06

Any deck suspected of, or containing, marked, damaged or suspect cards must be replaced. Any suspected marked decks must be provided with any associated event incident report.

9.07

All cards must be dealt by a Texas Hold'em Poker Tournament dealer.

9.08

Player conduct:

a) A player cannot bet on more than one (1) hand in any round of play.

b) No substitute players are allowed.

c) Players may not give, sell, exchange, or redeem chips with another player.

d) Players may not handle the chips placed in the pot.

e) Players are responsible to protect their cards.

f) Players must keep their pocket cards in full view of the dealer at all times.

g) Players may examine their pocket cards at any time, and must do so in a manner that does not disclose to other players or spectators their value.

h) Players may not exchange information concerning their cards.

9.09

The dealer shall collect all cards and shuffle them prior to each round of play.

9.10

The dealer shall move the dealer button to the next player in a clockwise direction prior to commencing each subsequent round of play.

9.11

The player immediately to the left of the dealer button shall post the required small blind before the beginning of each round of play.

9.12

The player immediately to the left of the small blind position shall post the required big blind before the beginning of each round of play. When all but two (2) players have been eliminated from the table, the player with the dealer button shall post the small blind and the other player shall post the big blind.

9.13

All cards shall be dealt in a clockwise direction beginning with the player immediately to the left of the dealer button.

9.14

The dealer shall commence betting interval 1 by dealing one (1) card to each player face down, then a second card to each player face down.

9.15

Betting for interval 1 shall proceed as follows:

a) The player immediately to the left of the big blind position is the first to act and must call, raise, or fold. Note: When all but two (2) players have been eliminated from the table, the player with the dealer button is the first to act and must call, raise, or drop.

b) Betting continues in a clockwise direction until each player has an opportunity to call, raise, or fold with the exception of the player in the big blind position who may also check if no other player has raised.

9.16

The dealer shall commence betting interval 2 by burning a card and then dealing three (3) community cards face up in the middle of the table, commonly referred to as the Flop.

9.17

Betting for interval 2 shall proceed as follows:

a) The player immediately to the left of the dealer button is the first to act and must bet, check or fold.

b) Betting continues in a clockwise direction until each player has an opportunity to bet, check, call, raise or fold.

9.18

The dealer shall commence betting interval 3 by burning a card and dealing one (1) community card face up, commonly referred to as the Turn.

9.19

Betting for interval 3 shall proceed as in 7.17.

9.20

The dealer shall commence betting interval 4 by burning a card and dealing one (1) community card face up, commonly referred to as the River.

9.21

Betting for interval 4 shall proceed as in 7.17.

Upon completion of four (4) betting intervals:

a) If only one (1) player remains in the round of play, (i.e. all but one

(1) player has folded), the player is not obligated to show their hand.

b) If two (2) or more players remain in the round of play:

i) It shall be the obligation of the player who made the last bet to show their hand.

ii) If no player has placed a bet, it shall be the obligation of all players to show their hands.

9.22

Any combination of a player's pocket cards and/or community cards may be used to construct a standard five (5) card poker hand.

9.23

If a tie cannot be broken, the pot shall be split among all equal hands for that round of play.

9.24

In the event of a split pot with an uneven number of chips, the extra chip must be relinquished to the dealer to be added to the next pot.

9.25

A player is eliminated from the tournament when the player has lost all of their chips. Any other rules of elimination must be identified in the Tournament Rules.

9.26

Players cannot purchase rebuys while they are participating in a live round of play.

9.27

Once eliminated, players must not be allowed to purchase a rebuy.

9.28

As players are eliminated, tables must be maintained, as closely as possible, with an equal number of players.

9.29

Relocating players must be done in such a way to ensure the new position is as close to his/her previous position as possible. Relocated players must assume all responsibilities of the new position.

9.30

No misdeal may be called after the first bet. In the event of a misdeal, additional blinds cannot be required.

9.31

The use of any cell phone or electronic device during tournament play is prohibited.

9.32

The Tournament Chairperson is responsible to handle all disputes. Any player dissatisfied with the Chairperson's decision may contact the Department.

10. Prizes and Winners

10.01

For every round of play, the last remaining player will be declared the winner, or the winning hand among all remaining players will be determined in accordance with the following ranking of poker combinations:

Royal Flush is a hand containing an ace, king, queen, jack and ten of the same suit.

Straight Flush is a hand containing five cards of the same suit in consecutive ranking. An ace may count high or low.

4 of a Kind is a hand containing four cards of the same rank.

Full House is a hand containing "3 of a Kind" and "1 pair".

Flush is a hand containing five cards of the same suit but not in consecutive ranking.

Straight is a hand containing five cards of consecutive rank regardless of suit. An ace may count high or low.

3 of a Kind is a hand containing three cards of the same rank.

2 Pair is a hand containing two pairs.

1 Pair is a hand containing two cards of the same rank.

High Card is a hand that does not contain 1 pair or better.

10.02

A list of tournament winners must be completed, signed, and witnessed at the time of the event and forms part of the event report.

10.03

The order of finish for the tournament shall be determined by one (1) of the following methods:

a) If play continues until all but one (1) player is eliminated, the order of finish shall be the order of elimination from last to first. The last remaining player shall be declared the winner; or

b) If play stops at a set time as defined in the Tournament Rules, the order of finish shall be determined by ranking the value of chips held by each player at the end of play from highest to lowest. The player having the highest value of chips shall be declared the winner; or

c) Any other method approved by the Department.

11. Records and Reporting

11.01

Licensees must complete and submit all reports on Department approved forms within 60 days of the licensed event, or as required by the licence. All reports must be complete and accurate, and must include, but are not limited to:

a) Event sheets

b) Financial reports

c) Player registration records

d) Rebuy records (if applicable)

e) Incident reports

f) Copies of all applicable bank statements

11.02

Licensees must:

a) Maintain a separate bank account for the deposit of all Texas Hold'em Poker Tournament revenue;

b) Deposit all Texas Hold'em Poker Tournament revenue into the account immediately upon receipt; and

c) Pay out all donations and expenses by cheque directly from that account to the supplier of goods and services, or the charitable objectives as approved in the licence.

11.03

Licensees must retain copies of all Texas Hold'em Poker Tournament records and reports and all supporting source documents for a minimum of three (3) years after the expiration of the license. These records will include, but are not limited to, all required reports as listed in 11.01.

11.04

Promotional prizes must be reported as an expense. Donated prizes must be reported appropriately on the financial reports.

11.05

Licensees must complete and must post or make available on request "Profits at Work" forms as prescribed by the Department.

11.06

Licensees must give the Department supporting documentation for the use of Texas Hold'em Poker Tournament profits upon request. This documentation shall include, but is not limited to, invoice copies, receipts, and written acknowledgements from each recipient.

11.07

Upon written request from the Department, the licensee must provide an independent audited financial statement or financial review of its Texas Hold'em Poker Tournament operations.

For more information contact:

The Department of Community and Government Services

Policy Division 867-975-5351

P.O. Box 1000, Station 700

Iqaluit, Nunavut

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Appendix A

A. How to Play No Limits Texas Hold'em

A.1 The Basics of Texas Hold'em

The basic rules of the game are as follows:

- The player to the left of the button posts the small blind.
- The player to the left of the small blind posts the big blind.
- Each player, beginning with the player to the left of the button, is dealt two cards face-down *(The Pocket Cards)*.
- The first betting round begins with the player to the left of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
- The dealer burns one card and turns three community cards face-up *(The Flop)*.
- The second betting round begins with the player to the left of the button.
- The dealer burns one card and turns one community card face-up *(The Turn)*.
- The third betting round begins with the player to the left of the button.
- The dealer burns one card and turns one community card face-up *(The River)*.
- The fourth, and final, betting round begins with the player to the left of the button.
- Card showdown with the pot being awarded to the winner(s).
- The dealer button is advanced clockwise one player.

A.2 Playing No Limits Texas Hold'em – Detailed Description

Texas Hold'em uses a dealer button to indicate the theoretical dealer. After each hand is complete, the button moves clockwise to the next active player. This player is referred to as "the button" and is considered to be "the dealer" for that hand.

The player to the left of the button is required to post the small blind. The small blind is usually equal to half the amount of the big blind. The player to the left of the small blind is required to post the big blind. All blinds in Hold'em poker are considered live bets and players who post them have the option of checking, calling, raising or folding when the betting returns to their position.

After the blinds have been posted, two hole cards are dealt to each active player, after which the first betting round begins with the player to the left of the big blind. There is no limit to the number, or quantity, of raises that a player may make in any round.

A player who does not have enough chips to call a bet is declared "All-In." That player is eligible for the portion of the pot to the point of his final wager, the "main pot." All further betting action involving other players takes place in a "side pot," which is unavailable to the player who has already gone All-In.

After the first round of betting, the dealer burns one card and turns three community cards (*The Flop*) face-up on the table. The community cards are common to all the players participating in the hand.

The second betting round begins with the first active player to the left of the button. After the second round of betting, the dealer burns one card and turns the fourth community card (*The Turn*) face-up on the table.

The third betting round begins with the first active player to the left of the button. After the third round of betting, the dealer burns one card and turns the fifth community card (*The River*) face-up on the table.

The fourth, and final, betting round begins with the first active player to the left of the button. After the final round of betting, there is a card showdown. Each player displays his or her cards and one or more winners are declared. All five cards must be shown to win. A combination of any of the following may be used:

- Both hole cards and three community cards.
- One hole card and four community cards.
- All five community cards (playing the board).

The last player to bet or raise, or to check first if no one else bets, is required to show his or her cards first at the showdown. The remaining players may or may not show their cards as they wish.

If two or more hands are of the same ranking, the winner is the one having the higher cards. If the hands are tied, the highest card not being held in common (the kicker) determines the winner. The suit order of the cards is not taken into account while determining the winning hand(s). Should poker hands be absolutely identical in ranking, the pot will be split equally between the winning players. If there is an odd chip, the winning player to the left of the button will receive it.

A.3 Blind Structure and Starting Chips – Example

The licensee must determine the structure of the poker event (levels, blinds, number and value of starting chips, etc.) prior to the commencement of the event and must post the blind structure in a prominent location where it will be visible to all event participants. The blind structure shall not be altered during the event, except at the discretion of the Tournament Director.

An example of a blind structure for a five-table poker event is provided below, based on $1,500 in starting chips in the following denominations:

- Eight (8) chips representing $25 denominations (green chips)
- Thirteen (13) chips representing $100 denominations (black chips).

Five Table Blind Structure - Example Starting chips: $1,500		
Level	**Blinds**	**Time (minutes)**
1	25 / 50	20
2	50 / 100	20
3	100 / 200	20
4	200 / 400	20
5	300 / 600	20
6	400 / 800	20
7	600 / 1,200	20
8	1,000 / 2,000	20
9	1,500 / 3,000	20
10	2,000 / 4,000	20
11	3,000 / 6,000	20
12	5,000 / 10,000	20
13	7,000 / 14,000	20
14	10,000 / 20,000	20
15	15,000 / 30,000	20
16	20,000 / 40,000	20

A.4 Seating Procedures

Seating procedures are as follows:

• Each poker table shall start with a maximum of 10 players.

• Player seats will be randomly assigned.

• A change of seat is not allowed after play starts, except as assigned by the Tournament Director between blind increases.

• When multiple tables are used for the poker event, the number of players at each table will be kept equal or as equal as possible.

• As players are eliminated, randomly assign the remaining players to empty seats at other tables, keeping tables reasonably balanced.

• If a player is required to move to balance the tables, it will be done in a manner that is fair to all players according to position of the blinds (i.e. if a player who is due to play the big blind is

moved, they should be positioned as close in sequence as possible to play the big blind in the new location).

• The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. When more than six tables are in play, table size will be kept equal within two players. When six tables or fewer are in play, table size will be kept equal within one player.

A.5 Dealing and Betting Procedures

Dealing and betting procedures are as follows:

• At the start of the tournament, the Dealer at each table must open a new standard deck of 52 cards in full view of all the players.

• The cards shall be checked by the players to ensure a full complement of cards.

• The cards shall be washed face down and shuffled.

• Any deck suspected of, or containing, marked, damaged or suspect cards must be replaced and any suspected marked decks must be provided with the event incident report. Deck changes will be determined by the Tournament Director.

• The active player to the right of the dealer (i.e., seat 10) shall start the game with the button.

• The first player to the left of the button shall post the small blind. The second player to the left of the designated dealer shall post the big blind.

• Starting with the first player to the left of the button, cards shall be dealt clockwise until each player has 2 cards (ending with the dealer).

• The first round of betting shall take place.

• The dealer shall then burn one card face down and deal 3 cards face up (*The Flop*).

• The second round of betting shall take place.

• The dealer will then burn a card face down and deal 1 card face up (*The Turn Card*).

• The third round of betting shall take place.

• The dealer will then burn another card face down and deal 1 card face up (*The River Card*).

• There will be a final round of betting.

• Once all bets are completed, all remaining players shall turn their cards over and make the best possible poker hand out of their 2 cards plus the 5 community cards on the table. The best hand wins the pot.

• The sequence is repeated with the next player (on the left) getting the button.

- The play will be timed and the betting structure shall increase at regular intervals until first and second finishers have been determined.

- Any players losing all of their tournament chips are eliminated from the tournament.

- The Tournament Director may call the clock on a player who has not made a decision on the next action. The player shall have one minute, including a ten-second countdown, to act. If the time expires without action, the player's hand is dead

Appendix B – ***Must be posted at the gaming event in a prominent location visible to all players.***

Appendix B: General Poker Rules of Play

CONDUCT CODE

The Tournament Director will maintain a pleasant environment for all players and event staff, but is not responsible for the conduct of any player. A code of conduct has been established that may deny access to future tournaments/games to anyone who violates it. The following are not permitted:

- Collusion with another player or any other form of cheating.
- Verbally or physically threatening any player, volunteer or employee.
- Using profanity or obscene language.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.
- Using an illegal substance.
- Carrying a weapon.

POKER ETIQUETTE

NOTE: Definitions for the words underlined in the following section are available upon request.

The following actions are improper, and grounds for warning, suspending, or barring a violator:

- Deliberately acting out of turn.
- Deliberately splashing chips into the pot.
- Agreeing to check a hand out when a third player is all-in.
- Reading a hand for another player at the showdown before it has been placed face up on the table.
- Telling anyone to turn a hand face up at the showdown.

- Revealing the contents of a live hand in a multi-handed pot before the betting is complete.

- Players may not divulge the contents of a hand during a deal to any participant, including any players not in the pot. This ensures no information is transmitted to an active player.

- Needlessly stalling the action of a game.

- Deliberately discarding hands away from the muck (discarding hands). Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).

- Stacking chips in a manner that interferes with dealing or viewing cards.

- Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

- Using a cell phone at the table.

HOUSE POLICIES

DECISION-MAKING

1. The Tournament Director reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.

2. Decisions of the Tournament Director are final.

3. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.

4. If an incorrect rule interpretation or decision by the Tournament Director is made in good faith, the licensee has no liability.

5. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle marks the start for a deal.

6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, but the time limit for a ruling request given in the previous rule has been complied with, the Tournament Director may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.

7 The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.

PROCEDURES

1. Tournament Director will decide when to start or close any game.

2. Only tournament chips permitted at the table.

3. Tournament chips may not be removed when leaving the table, except where the player is moving to a different table under the direction of the Tournament Director. The establishment is not responsible for any shortage or removal of chips left on the table during a player's absence, even though we will try to protect everyone as best we can.

4. All tournament chips must be kept in plain view.

5. Only one person may play a hand.

6. No one is allowed to play another player's chips.

7. Pushing bets ("saving" or "potting out") is not allowed.

8. Pushing an ante or posting for another person is not allowed.

9. Players must keep their cards in full view. This means above table level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.

10. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.

11. No set-up request. No deck can be changed unless the cards are damaged.

12. Looking through the discards or deck stub is not allowed.

13. After a deal ends, dealers may not show what card would have been dealt.

14. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.

15. A non-player may not sit at the table.

SEATING

1. The Tournament Director has the right to require that any two players not play in the same game if collusion is suspected (husband and wife, relatives, business partners, and so forth).

2. All seating will be randomly assigned.

MISDEALS

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands (If two players have acted in turn, the deal must be played to conclusion, as explained in rule #2):

(a) The first or second card of the hand has been dealt face-up or exposed through dealer error.
(b) Two or more cards have been exposed by the dealer.
(c) Two or more boxed cards (improperly faced cards) are found.
(d) Two or more extra cards have been dealt in the starting hands of a game.
(e) An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
(f) Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burncard).
(g) The dealer button was out of position.
(h) The first card was dealt to the wrong position.
(i) Cards have been dealt to an empty seat or a player not entitled to a hand.

2. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion, and no money will be returned to any player whose hand is fouled. In button game, action is considered to occur when two players after the blind have acted on their hands.

DEAD HANDS

1. Your hand is declared dead if:

(a) You fold or announce that you are folding when facing a bet or a raise.
(b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
(c) The hand does not contain the proper number of cards for that particular game.
(d) You act on a hand with a joker as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)
(e) You have the clock on you when facing a bet or raise and exceed the specified time limit.

2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at the Dealer's discretion, if doing so is in the best interest of the game. The Dealer will make an extra effort to rule a hand retrievable if it was folded as a result of false information given to the player.

3. Cards thrown into another player's hand are dead, whether they are face-up or facedown.

IRREGULARITIES

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).

2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.

3. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands.

4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).

5. A player who knows the deck is defective has an obligation to point this out. If a player instead tries to win a pot by taking aggressive action (trying for a free roll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.

6. A card discovered face-up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other downcards. In that case, the card that was face-up in the deck will be replaced after all other cards are dealt for that round.

7. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.

8. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.

9. One or more cards missing from the deck does not invalidate the results of a hand.

10. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burncard.

11. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A downcard dealt off the table is an exposed card.

12. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.

13. If you drop a card on the floor out of your hand, you must still play that card.

14. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

TOURNAMENT PLAY RULES

1. The designated supervisor (Tournament Director) must consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be ignored in the interest of fairness. The designated supervisor's decision is final.

2. Odd chips: The odd chip(s) will go to the high hand. In flop games, when there are two or more high hands or two or more low hands, the odd chip(s) will go to the left of the button.

3. Side pots: Each side pot will be split as a separate pot. They will not be mixed together before they are split.

4. Calling for the clock procedures: Once a reasonable amount of time has passed and a clock is called for, a player will be given one minute to make a decision. If action has not been taken by the time the minute is over, there will be a 10 second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead.

5. Penalties: A penalty MAY be invoked if a player exposes any card with action pending, if a card(s) goes off the table, if soft-play occurs, or similar incidents take place. Penalties WILL be invoked in cases of abuse, disruptive behavior, or similar incidents.

6. A player must be at the table by the time all players have complete hands in order to have his hand live. Players must be at the table to call time. In flop games, the big blind's hand will be dead if he is not there to act on it before the flop.

7. All cards will be turned face up once a player is all in and all action is complete.

8. If a player puts in a raise of 50 percent or more of the previous bet, he will be required to make a full raise. The raise will be exactly the minimum raise allowed.

9. An oversized chip before the flop is a call; after the flop, an oversized chip by the initial bettor put in the pot will constitute the size of the bet. If a player states raise and throws in an oversized chip, the raise will be the maximum amount allowable up to the size of that chip.

10. The one-player-to-a-hand rule will be enforced.

11. Tournament seats will be randomly assigned.

12. A player who wants to use a cellular phone must step away from the table.

13. There will be no foreign chips on the table except for a maximum of one card cap.

14. When time has elapsed in a round and a new round is announced, the new limits apply to the next hand. A hand has begun with the first riffle.

15. If a player leaves the table, their hand will be dealt in, chips blinded when appropriate, and the hand will be mucked by the dealer.

16. Players must keep their highest denomination chips visible at all times.

17. Verbal declarations as to the content of a player's hand are not binding; however at management's discretion, any player deliberately miscalling his hand may be penalized.

18. All chips must be visibly displayed at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of play from the tournament.

19. Moving players: In flop games, players will be moved from the big blind to the worst position.

20. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his money back. An exception would be if a player raised and his raise had not been called yet, he would be entitled to receive his raise back.

21. Dealers cannot kill a winning hand that was turned face up and was obviously the winning hand.

22. Verbal declarations in turn are binding. Action out of turn may be binding.

23. Management reserves the right to cancel or alter any event at its sole discretion in the best interest of the bar or its players.

24. Penalties available for use by the Tournament Director are verbal warnings, 10, 20, 30, and 40 minutes away from the table and may be used with discretion. These may be utilized up to and including disqualification. A player who is disqualified shall have his chips removed from play.

25. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities are not allowed.

26. A player who exposes his cards during the play may incur a penalty, but will not have his hand killed.

27. When raising, a player must either put the amount of the raise out in one motion or state the raise amount. By stating the word raise, a player protects his right to raise, but the raise must be made in one additional motion unless he states the amount.

28. Verbally disclosing the contents of your hand or advising a player how to play a hand may result in a penalty.

29. In no-limit, less than a full raise does not reopen the betting to a player who already has acted.

30. Chip race rule: When it is time to colour-up chips, they will be raced off with a maximum of one chip going to any player. The chip race will always start in the No.1 seat. A player cannot be raced out of a tournament. In the event that a player has only one chip left, the regular race procedure will take place. If that player loses the race, he will be given one chip of the smallest denomination still in play.

31. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button. A player moved to balance tables will take the worst position. A dead button situation may occur.

Appendix C – must be given to participants upon request

Appendix C: Poker Definitions

ACTION: A fold, check, call, bet, or raise. For certain situations, doing something formally connected with the game that conveys information about your hand may also be considered as having taken action. Examples would be showing your cards at the end of the hand, or indicating the number of cards you are taking at draw.

AGGRESSIVE ACTION: A wager that could enable a player to win a pot without a showdown; a bet or raise.

ALL-IN: When you have put all of your playable money and chips into the pot during the course of a hand, you are said to be all-in.

ANTE: A prescribed amount posted before the start of a hand by all players.

BET: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

BIG BLIND: The largest regular blind in a game.

BLIND: A required bet made before any cards are dealt.

BOXED CARD: A card that appears face up in the deck where all other cards are facedown.

BURNCARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burncard.

BUTTON: A player who is in the designated dealer position. See dealer button.

BUY-IN: The minimum amount of money required to enter any game.

CALL: To match, rather than raise, the previous bet.

CAPPED: Describes the situation in limit poker in which the maximum number of raises on the betting round have been reached.

CARDS SPEAK: The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.

CHECK: To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

CHECK-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

COLOUR-UP: During a poker tournament, the Tournament Director may elect to remove the smaller denomination chips from play. Usually a "color up" will result in removing those big stacks of chips from players and replacing them with a smaller quantity of higher denomination chips.

COMMUNITY CARDS: The cards dealt face up in the center of the table that can be used by all players to form their best hand.

CUT: To divide the deck into two sections in such a manner as to change the order of the cards.

CUT-CARD: Another term for the bottom card.

DEAD CARD: A card that is not legally playable.

DEAD HAND: A hand that is not legally playable.

DEAD MONEY: Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

DEAL: To give each player cards, or put cards on the board. As used in these rules, each deal refers to the entire process from the shuffling and dealing of cards until the pot is awarded to the winner.

DEALER BUTTON: A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Normally just called "the button."

DECK: A set of playing-cards. A full compliment of 52 cards.

DISCARD(S): In a draw game, to throw cards out of your hand to make room for replacements, or the card(s) thrown away; the muck.

FACECARD: A king, queen, or jack.

FIXED LIMIT: In limit poker, any betting structure in which the amount of the bet on each particular round is pre-set.

FLASHED CARD: A card that is partially exposed.

FLOP: The three community cards that are turned simultaneously after the first round of betting is complete.

FLUSH: A poker hand consisting of five cards of the same suit.

FOLD: To throw a hand away and relinquish all interest in a pot.

FOURTH STREET: The first boardcard after the flop in Hold'em (also called the turn card).

FOULED HAND: A dead hand.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: (1) All a player's personal cards. (2) The five cards determining the poker ranking. (3) A single poker deal.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The cards dealt facedown to a player.

KICKER: The highest unpaired card that helps determine the value of a five-card poker hand.

MISCALL: An incorrect verbal declaration of the ranking of a hand.

MISDEAL: A mistake on the dealing of a hand which causes the cards to be reshuffled and a new hand to be dealt.

MISSED BLIND: A required bet that is not posted when it is your turn to do so.

MUCK: (1) The pile of discards gathered facedown in the center of the table by the dealer. (2) To discard a hand.

NO-LIMIT: A betting structure where players are allowed to wager any or all of their chips in one bet.

OPTION: The choice to raise a bet given to a player with a blind.

PASS: (1) Decline to bet. In a pass-and-out game, this differs from a check, because a player who passes must fold. (2) Decline to call a wager, at which point you must discard your hand and have no further interest in the pot.

PLAY THE BOARD: Using all five community cards for your hand in Hold'em.

POSITION: (1) The relation of a player's seat to the blinds or the button. (2) The order of acting on a betting round or deal.

POT-LIMIT: The betting structure of a game in which you are allowed to bet up to the amount of the pot.

PROTECTED HAND: A hand of cards that the player is physically holding or has topped with a chip or some other object to prevent a fouled hand.

PUSH: When a new dealer replaces an existing dealer at a particular table.

RABBIT HUNTING: Looking through the undealt deck of cards.

RAISE: To increase the amount of a previous wager. This increase must meet certain specifications, depending on the game, to reopen the betting and count toward a limit on the number of raises allowed.

RERAISE: To raise someone's raise.

SCRAMBLE: A facedown mixing of the cards.

SIDE POT: A separate pot formed when one or more players are all in.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed.

SHUFFLE: The act of mixing the cards before a hand.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

SOFT PLAY: Having a strong hand (even the best hand) but not betting it.

SPLIT POT: A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown.

STACK: Chips in front of a player.

STRAIGHT: Five cards in consecutive rank.

STRAIGHT FLUSH: Five cards in consecutive rank of the same suit.

STREET: Cards dealt on a particular round in stud games. For instance, the fourth card in a player's hand is often known as fourth street.

STUB: The portion of the deck which has not been dealt.

SUPERVISOR: A retailer employee appointed to make rulings.

TIME: An expression used to stop the action on a hand. Equivalent to "Hold it."

TOURNAMENT: A poker competition, normally with an entry fee and prizes.

TURNCARD: The fourth street card in Hold'em.

WAGER: (1) To bet or raise. (2) The chips used for betting or raising.

WASH: To scramble the cards face down on the table.

Appendix D– ***Must be made available to participants upon request.***

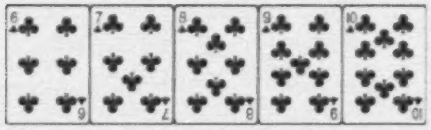
Appendix D Hand Ranking

Hand Ranking: From highest value to lowest value

The best 5 card hand, using any combination of your two pocket cards and the 5 community cards win. The hand rankings from highest to lowest are as follows:

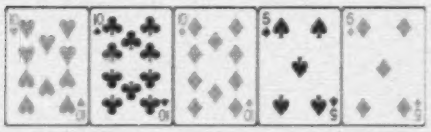
1) Royal Flush This is the best poker hand you can have. Ex: Ten, Jack, Queen, King, and Ace of the same suit.

2) Straight Flush Five cards, all of the same suit that are in sequence. Ex: 6c, 7c, 8c, 9c,Tc

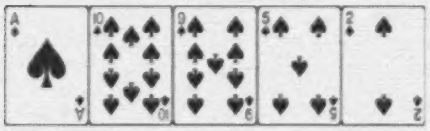


3) Four-Of-A-Kind Four cards of equal rank Ex: Qc, Qh, Qd, Qs

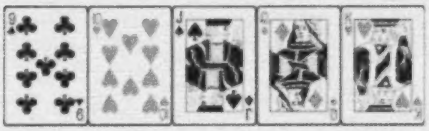
4) Full House Three cards of equal rank, and two different cards of the equal rank. (Three of a kind and a pair) Ex: Th, Tc, Td - 5s, 5d



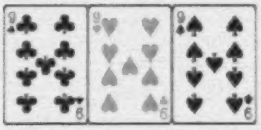
5) Flush Any five cards of the same suit. Ex: As, Ts, 9s, 5s. 2s



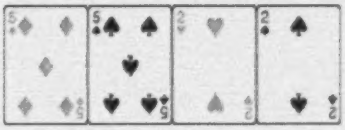
6) Straight Five cards of mixed suits, in sequence. Ex: 9c, Th, Js, Qd, Kh



7) Three-Of-A-Kind Any three cards of equal rank. Ex: 9c, 9h, 9s



8) Two Pair Two cards of equal rank and a different two cards of equal rank. Ex: 5d, 5s - 2h, 2s



9) One Pair Two cards of equal rank. Js, Jh

10) High Card.
Highest single card
Ex: Ace high.

Hand Rankings – USER GUIDE with Examples

Kickers:

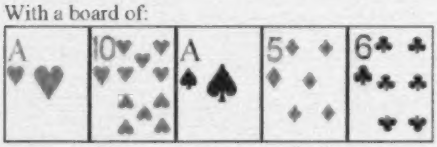
- Kickers are the highest unpaired side card in a player's hand.
- In Texas Hold'em you always use the best combination of five cards.

Here are some examples to further explain kickers:

Player One

Player Two

With a board of:



Three Aces with a King kicker beats Three Aces with a Queen kicker, so Player One wins.

Player One

Player Two

With a board of:

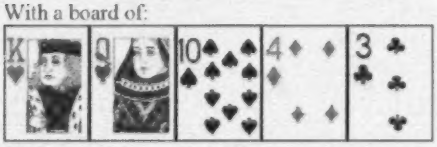
Two Pair, Jacks and Fives with a King kicker beats Two Pair, Jacks and Fives with a Queen kicker, so Player One wins.

Same goes for high card hands...

Player One

Player Two

With a board of:



Ace High (with a hand of AKQT5) beats Ace High (with a hand of AKQT4), so Player One wins.

Player One

Player Two

With a board of:

Players 1 and 2 split the pot, both having a hand of AKQT6

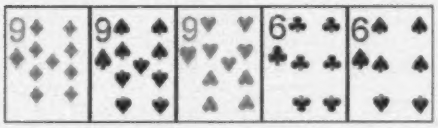
Split Pots (Full House and Two Pair)

Full House Situations

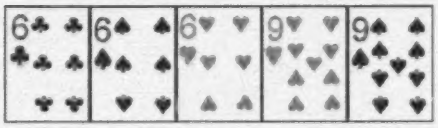
A full house is made up of three-of-a-kind and a pair. In this boat...

...the three-of-a-kind is the three aces, and the pair is the two nines. When determining who wins when multiple players have a full house, you compare the rank of the three-of-a-kind. Whoever has the highest ranked set wins. If players tie for the highest ranked three-of-a-kind, then you evaluate the rank of the pair. Here are some examples...

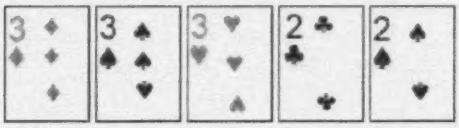
Consider the following hand...



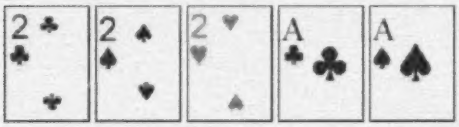
"Nines full of Sixes" beats "Sixes Full of Nines".



Consider the following hand... "



Threes full of Twos" beats "Twos full of Aces".

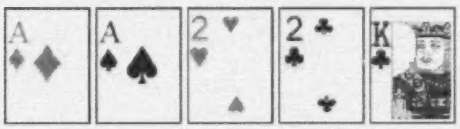


Consider the following hand...

"Jacks full of Nines" beats "Jacks full of Eights".

Two Pair Situations

When multiple players have two pair, you evaluate who has the highest ranked single pair first. If those tie, then evaluate the other pair. If those both tie, you use the last card as a kicker. Some examples...



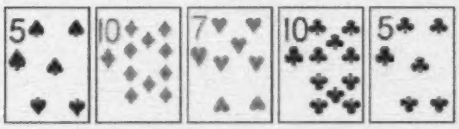
"Aces and Twos" beats "Kings and Queens"

Consider the following hand...

"Kings and Queens" beats "Kings and Jacks".

Consider the following hand...

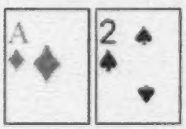
"Tens and Fives, Nine Kicker" beats "Tens and Fives, Seven Kicker".

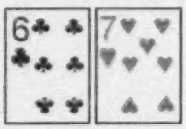


Split Pots (Straights, Flushes, and Straight Flushes)

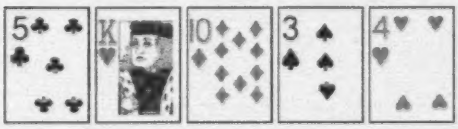
In the case of straights, flushes, and straight flushes it's simply a matter of who has the highest ranked card(s) in their straight or flush. That means there are only nine different possible five-card straights. Same goes for straight flushes (including the royal straight). In a straight the suits do not matter. Here are some examples with straights and straight flushes.

Player One **Loses to** **Player Two**

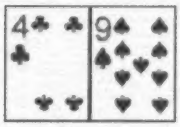




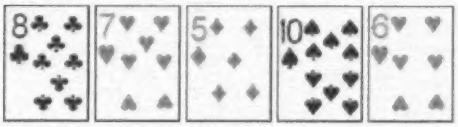
With a board of:



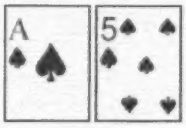
Player One **Loses to** **Player Two**



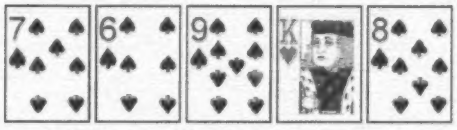
With a board of:



Player One **Beats** **Player Two**

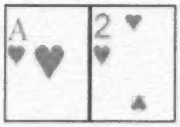


With a board of:



The same idea goes for flushes, except that if both players have the same high card then you compare the second highest card. If the second highest is the same you go to the third... until the five highest flush cards are compared. Here are some examples with flushes.

Player One **Beats** **Player Two**



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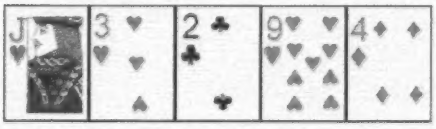
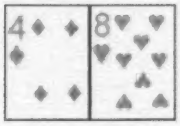
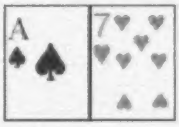
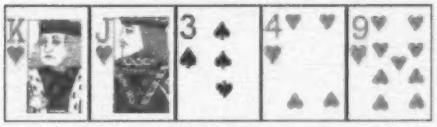


Player One **Beats** **Player Two**

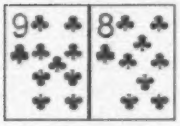


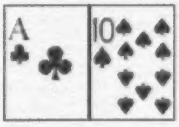


With a board of



Player one **loses to** **Player Two**





With a board of